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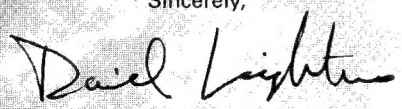
► On behalf of Protovision, I want to personally thank you for buying one of our challenging games. Our excellent staff tirelessly play-tests and tweaks our titles to ensure that we remain on the cutting edge of today's software companies and produce only the best products. Our premier Santa Monica facilities provide both a fun and technology-driven environment for our producers, designers, artists, sound experts and computer engineers. We encourage them to take breaks in our on-site arcade of classic games or our fully stocked cafe, which is where all of the best ideas are born. Our state-of-the-art library contains all of the most important books and articles related to our field from the past 25 years.

Whether it's a shoot-'em-up or simulator, we want you to be completely satisfied with your Protovision purchase. Our customer service line is always open because we truly want to make our products better based on your feedback. You can also E-mail us or post messages right on our Web site. In fact, I'd strongly suggest you visit our Web site to check out our latest products and game updates. You can also find the same information and lots of neat little programs on our private BBS. See you online!

Sincerely,



David Lightman
President, Protovision


```
SESSION LOG
Initiate call...
Dialing...
Connect at 28.8 Kbps...
Local time: 03:33:05 PDT -700
WELCOME TO PROTOVISION'S PRIVATE BBS. THIS IS YOUR MAIN SOURCE FOR UPDATES
AND UTILITY PROGRAMS FROM PROTOVISION'S SOFTWARE EXPERTS. CHOOSE FROM THE
FOLLOWING OPTIONS
      1) Company information
      2) Patches
      3) Demos
      4) Utilities
      5) Message posts
      6) E-mail
      7) Play a game
      8) Exit
7...
SO YOU WANT TO PLAY A GAME, HUH? TRY ONE OF OUR BRAND-NEW DEMOS BELOW.
      1) Tubular
      2) Asteroid Attack 2000
      3) Movie Trivia Tonight
      4) NEW WAR GAME!
      5) Exit
4...
YOU'VE PICKED NEW WAR GAME!, OUR LATEST STRATEGY SIMULATION. CONTROL MILI-
TARY VEHICLES TO ELIMINATE A DANGEROUS ENEMY. MISSIONS TAKE PLACE ALL OVER
THE WORLD. THIS UNNAMED INTERACTIVE GAME DEMO CONTAINS ONLY THREE MISSIONS.
USE A JEEP, APC OR TANK TO INITIATE YOUR SESSION. PLEASE CHOOSE ONE OF THE
FOLLOWING MISSIONS:
      1) Iraq
      2) China
      3) Bosnia
      4) Exit
3...
BOSNIA HAS UNDERGONE A DRAMATIC TRANSFORMATION SINCE THE U.S.-BACKED U.N.
FORCES TOOK OVER THE..... DO YOU WANT TO PLAY A GAME?
      1) Yes
      2) No
      3) Exit
3...
SORRY. YOU CANNOT END THE MISSION AT THIS TIME.  INITIATE MISSION. ATTACK
WILL COMMENCE IN THREE MINUTES. CHOOSE WEAPON TYPE:
      1) Conventional
      2) Nuclear
      3) Exit
1...
CONVENTIONAL IT IS. INITIATE LAUNCH...
GREETINGS, PROFESSOR FALKEN.
IT'S BEEN A LONG TIME.
WOULD YOU LIKE TO PLAY A GAME?
```

INTRODUCTION

You recently purchased a Protovision action-strategy game called WARGAMES DEFCON 1, whose realtime feature is the ability to play against other opponents, in real-world scenarios at any time of the day or night. When you started a new game, you encountered a flaw that connected you to a government simulator in which all of the movies you made were actually the real world with live simulations, military vehicles and troops. This mistake could have happened as a result of the recent top-secret work of Jealous Information Systems, Protovision's parent company, to provide war strategy programs to the Department of Defense. There must be some link somewhere... Your call at WARGAMES DEFCON 1 will have effects all over the world! You must stop the opposing WOPR (War Operation Programmed Response) forces in a variety of missions before they destroy the major cities and military sites. If you lose, you can lose your computer, the forces someone and all your buddies goodbye. Good luck!

WARGAMES DEFCON 1: *An Overview*

Twenty years after the WOPR computer almost started World War III, it has grown further and learned more. It has concluded that a massive exchange is now radically and ultimately inefficient, so more conventional warfare must be used. The goal is to wipe all war across the globe with a simple, logical notion: Destroy the other human military machine, and war will cease forever.

WarGames Defcon 1 can be played from either side. Control the NORAD (North American Air Defense Command) global forces to defend humanity from WOPR's twisted logic and tyrannical theories. You can also take the reigns of the most out-technologically advanced force ever conceived as you control the WOPR mechanized forces in the noble goal of saving humanity from itself.

Each side has a campaign of fifteen missions of increasing complexity and difficulty. Strategy will play an essential role to attain success on either side. Simply blasting your way through the enemy units will not always succeed. Stealth and cunning will have often be the way to conquest. You will be given a briefing at the start of each mission that explains the current situation and why the mission has to be undertaken. The units allocated to your command for the current mission will also be described here. Throughout the game, you will receive E-mails from either NORAD headquarters or the WOPR mainframe host, depending on whether you are playing as NORAD or WOPR. These messages could be invaluable, sometimes describing your closest to the best use of the forces. Read them carefully since they offer valuable intelligence and advice on how to proceed.

Multiplayer Games are also available. They use a two-dimensional viewpoint (2D) to work to allow maximum viewing areas for both players. It is possible to play on computers in two different modes cooperatively. The mission aims for the mission must be agreed between the players, acting out another strategy conference to the game. Otherwise, players fight a battle on two fronts will decide the enemy forces between them.

The Deathmatch style of game play is also available, for with a couple of extra twists. Standard Deathmatch game play is a fight to the death. Wipe out your opponent before he can do the same to you. Deathmatch Regeneration allows you to fight indefinitely since your units will regenerate after being destroyed. The other multiplayer game, Capture the Flare, requires you to infiltrate your enemy's base, steal his colored Marker Flare and return it to your own base. Full instructions for each of these game types can be found later in the manual and in the game itself.

TITLE SCREEN OPTIONS

Choose Game Type

Use this option to select a side to play or the type of multiplayer game. Choose one of the following:

1 PLAYER: NORAD MISSIONS

This is the campaign for control of the human NORAD forces against the computer-controlled WOPR forces.

1 PLAYER: WOPR MISSIONS

This is the campaign for control of the computer-controlled WOPR forces against the human NORAD forces.

2 PLAYERS: COMPETITIVE

Play against a friend in three types of head-to-head matches: Deathmatch, Deathmatch Regeneration or Capture the Flare.

2 PLAYERS: NORAD COOPERATIVE

Play the NORAD missions with a friend, sharing your units.

2 PLAYERS: WOPR COOPERATIVE

Play the WOPR missions with a friend, sharing your units.

Change Controls

This option allows you to check the default controls and change the function of the various buttons on a standard PlayStation controller. To change the function of a particular button, move up and down to highlight the function, press the X button to select it and then press the new button you want to use for that function. Note: If the function is already assigned to a button, the two functions involved will simply swap buttons. The second player can also change the controls for his controller by accessing this option from the Title Screen with that controller and assigning game functions in the same way.

Select Mission

If you select the Globe from the Options wheel, you access the mission selection screen. The currently accessible missions will be highlighted. Other missions will become highlighted if you enter a valid password.

Level Selection

All Short missions rotate like a drum. To select a particular mission, rotate the list with the Directional buttons. The selected mission will then pulse. Enter the password (if necessary) and press the START button to begin the game.

To Go To The Password

The passage for the next mission is available on the debriefing screen following a successful mission. You

will need to write down this passgrid since it is different for each mission. When you select a new mission, you will have to enter the passgrid for access. To complete a passgrid, simply move around the grid with the direction buttons and press the relevant shaped buttons to fill the grid. If the passgrid you enter is correct, the mission will then be highlighted and you can proceed with mission selection as normal.

MULTIPLAYER GAME TYPES

Cooperative

When it comes to battles, two heads are always better than one! The same is true in *WARGAMES DEFCON 1*. You and a buddy can team up to destroy the WOPR forces or instead help WOPR end planetary warfare by eliminating the puny human NORAD troops. In both cases, you share units and must decide between yourselves who will command which troops and vehicles. One of you might handle initial assaults to wear down the enemy while the other takes a cleanup position. Cooperative play has plenty of variety, but you'll always get the thrill of taking on the enemy as part of a team.

Competitive

There are three competitive multiplayer games in *WARGAMES DEFCON 1*. They can be selected once one of 15 battlefields has been chosen and the Briefing Screen has opened. Move left/right with the Directional button to select the game type, and read the instructions for game play. The game will commence when it has finished loading and you press the START button.

Deathmatch

This is a straightforward "last man standing" type of game in which the objective is to simply wipe out all of the opposing player's vehicles and base.

Capture the Flare

This game variation adds a new twist to a multiplayer game. The objective is no longer to destroy as many of the opponent's units as possible; instead, the goal is to steal the opponent's flare from his base and get it back to your own base. This sounds simple, but when you add the fact that destroyed vehicles will regenerate, it becomes far more interesting. If a vehicle carrying the flare is destroyed, then the flare will be left there until another vehicle can be sent to retrieve it by either player. If a vehicle of the flare's owner gets to it, the flare will be returned to the corresponding base and the battle starts all over again. Points are awarded for destroying units, but the most points are earned for actually capturing the flare and getting it to your own base. The game only ends when one of the players exits the game. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.

Deathmatch Regeneration

This variation is almost the same as the normal Deathmatch game except that there is no limit on the amount of kills the player can make since all units regenerate back at the player's base when they are destroyed. The game only ends when one of the players gives up. At that point, the debriefing screen opens with the scores for both sides and an announcement of the winner.

E-MAIL AND BRIEFING SCREEN

When the E-mail symbol appears in the bottom left-hand corner of the game screen and you hear a notification that you've got mail, press the SELECT button to open the E-mail page of the Briefing Screen. This will give you information about the next objective of the current mission. This page can be read at any time during the game by pressing the SELECT button to open the Briefing Screen and then using the □ button to access the E-mail page.

The game will be paused while the Briefing Screen is open. When you have finished reading the E-mails and other information, press the START button to return to the game. The Briefing Screen will also open as the mission is loading. Here you will be given all the information you need for the current mission.

The Briefing Page details the background of the mission, what has triggered the need for your forces to be in this area and possible repercussions.
The Objectives Page offers some brief details of the overall objectives for the current mission. This will include the final goal of the mission, and the completion of this objective is usually critical to the ongoing war effort.
The Vehicles Page will tell you exactly which units have been assigned to your command for the duration of the current mission, as well as which enemy units you will encounter.
The E-mail Page is where the individual objectives for the mission will be communicated to you. The objectives must be completed in the order they are given, or you will be relieved of command for failing to follow orders.

All of the pages can be read by pressing left or right on the Directional button on the controller or the relevant shaped buttons corresponding to the pages as shown at the top of the screen. You also see the DEFCON meter here. The highlighted number is the current DEFCON status. (Look in the Game Play Functions section of this manual for an explanation of the DEFCON meter.)

In the bottom left-hand corner of the Briefing Screen is a window that shows the battle screen with the camera panning around the unit you are currently controlling and its immediate surroundings.

On the right-hand side of the Briefing Screen is a satellite photo of the area for the current mission. This also acts as your in-game minimap. This will always show your units as blue dots for NORAD and red dots for WOPR. The current unit is shown as a flashing marker at the base of the yellow shape, which indicates the portion of the map being viewed in the battle screen.

Unit Information Screen

During a battle, information on all the units appearing in the mission can be viewed from the Vehicles Page of the Briefing Screen. Press the X button to view this page and push up and down on the Directional button to cycle through all of the units. Information on the vehicles under your command will appear here, as well as the enemy units patrolling the area and any mission-critical buildings or facilities.

GAME PLAY FUNCTIONS

Minimap The minimap in the top right-hand corner of the screen shows an overhead view of the immediate area. All units are shown on the minimap as colored dots, while other indicators represent additional information. Green dots are neutral buildings and structures such as civilian houses, factories and industrial buildings. Red dots are always WOPR units. Large red dots are WOPR facilities. Blue dots are always NORAD units. Large blue dots are NORAD facilities. The flashing dot in the middle of the map is the unit currently being controlled by the player. The yellow shape in the middle of the minimap shows the estimated field of view of the current unit. Letters around the edge of the minimap correspond to North, South, East and West on a compass. Arrows and strobing circles on the minimap correspond to the location of the mission objectives. If the objective is off the visible portion of the minimap, then an arrow will indicate the direction in which you need to travel to reach the objective. The strobing circle indicates the exact location of the current objective.

PAUSE OPTIONS

If the START button is pressed during the game, the game will pause and four options will appear. To select an option, push left or right on the Directional button and then press the X button when the desired option is in front.

Exit Mission This option aborts the current mission and takes you to the debriefing screen. From here, you can return to the Title Screen or choose to replay the mission.

Speech Volume Push left or right on the Directional button to adjust the volume of the in-game speech.

Sound Effects Volume Push left or right on the Directional button to adjust the volume of the in-game sound effects.

Music Volume Push left or right on the directional button to adjust the volume of the in-game music.

ADVANCED COMMANDS

The Advanced Commands menu is accessed by pressing the △ button, and the commands are activated using the X button. The top line shows the commands available to the currently controlled unit. The bottom line is a list of the available units with representations of their armor and current status. The △ button can be pressed again to exit the Advanced Commands menu without issuing a command.

Call All Units Similar to the Call Unit command, this selection orders all available units to move to your position. This command is especially useful when you are approaching an enemy base and you need support from other units. Units will stop responding to a Call All Units command if they come under attack since they have to defend themselves.

Call Unit This selection will initialize the communications system, and the unit menu below the commands will become active. Select a unit to call by moving left or right with the Directional button and pressing the X button on the desired unit. This unit will then move to your position by the most direct route and will only stop if it comes under attack.

Return to Base This command orders the unit currently under player control to head back to the base by the most direct route. The player may switch to another unit after this command has been issued, and the first unit will continue executing the order. This command is especially useful for sending troop carriers back to base for a reload of soldiers.

Hack This command orders the current unit to move toward a nearby command center and start a hack. A visible timer will appear over the unit when the hack starts, and a Transport Chopper will be dispatched with Repair Damage and Secondary Weapon Reload power-ups when the hack is successfully completed. The hack will be aborted if the unit turns or moves away before the hack is complete.

Call Airstrike Only certain units have the ability to use this command. It will appear in the Advanced Commands menu if it is available. Before an airstrike can be called, a Marker Flare must be dropped by a Jeep, Tribike or Scout Drone near the target. Once the target has been marked with the flare, select the Call Airstrike command and withdraw the unit to a safe distance. The airstrike will automatically take place, centered on the area around the flare.

DEFCON METER

The DEFCON meter is a timer that counts down from 5 to 1. As this happens, the enemy will become more aggressive. If the DEFCON status reaches 1, then airstrikes will commence on the player's base and units. The player can force the DEFCON status back toward 5 by destroying enemy units and bases. It is important that the DEFCON status is kept as close to 5 as possible, especially when attacking an enemy base.

ENERGY RING

A colored ring around the unit icon in the top left-hand corner of the screen indicates the current armor strength of that unit. The armor strength will lower when hit by enemy fire or caught in the shockwave of a destroyed building. There are several power-ups that affect the energy ring directly.

1: The Weapon Adrenaline power-up increases the power of the primary weapon system, thus making it more effective. This is shown around the normal armor ring as a set of yellow segments. This only lowers over time and has no effect on the armor of the unit that collected the Weapon Adrenaline power-up.

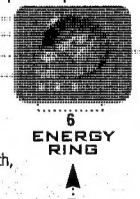
2: The Shield power-up adds an extra layer of armor to the unit, which is shown as a set of green segments outside the normal armor ring. This depletes slowly over time, but faster when taking hits from enemy fire. When it is completely gone, the normal armor ring will be affected.

3: This corner of the energy ring shows the secondary weapon type and a number that represents either the percentage of weapon strength or number of shots for the ammunition left in reserve.

4: Unit icon

5: The Repair Damage power-up replenishes a percentage of the unit's total armor strength, as indicated by the blue (NORAD) or red (WOPR) segment of the energy ring. As the unit takes damage, the colored segment shrinks. When the segment is almost gone, the unit is in imminent danger of being destroyed.

6: Energy Bar. Unit Status icons - Several colored icons are below the energy ring. These icons represent all of the units in your squad, each along with their status. The order of the icons corresponds to the order of the units shown in the Advanced Commands menu. The colors have the following meanings: Yellow (standing by), Green (executing Call command), Red (under attack) and Blue (hacking). Pulsating colors indicate low armor strength.



► POWER-UPS

There are a number of power-ups that can be collected in the missions. They appear after destroying certain enemy units and facilities. The actual power-ups that appear are assigned randomly, but they are taken from the following four. The power-up collected affects the current unit.

Repair Damage

This power-up replenishes a percentage of the unit's armor. The percentage replenished depends on the type of unit that dropped the power-up when destroyed. A more powerful unit will release a more potent power-up, which compensates for the higher amount of damage inflicted during the battle with that unit.

Secondary Weapon Reload

Each collected power-up will reload some of the secondary weapon's ammunition, but will not restore the quantity above the secondary weapon's maximum.

Shield

This power-up essentially gives the unit a second coat of armor. It acts as a barrier that decreases in power slowly over time, but quickly when taking hits from enemy fire or shockwaves. When the shield has been completely destroyed, the unit's armor will be affected by fire and shockwaves as normal. Shield strength can be seen as a set of green segments around the unit's armor ring.

Weapon Adrenaline

This power-up increases the strength of a unit's primary weapon. The effectiveness of the power-up slowly decreases over time as the unit uses the primary weapon. The time remaining in the adrenaline boost can be seen as a set of yellow segments around the unit's armor ring.

REPAIR DAMAGE

WEAPON RELOAD

SHIELD

WEAPON ADRENA-LINE

DRAGOON TANK

JEEP

ARMORED PERSONNEL CARRIER (APC)

SLAYER TANK

GUNSHIP

MISSILE TANK

VTOL JET (VERTICAL TAKEOFF AND LANDING)

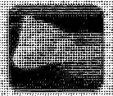
JUGGERNAUGHT

LITTER

TRANSPORT CHOPPER

PATROL BOAT

DESTROYER



STEALTH BOMBER

[illegible]

HOVERCRAFT

[illegible]

LASER TANK

[illegible]

BAZOOKA TROOP

[illegible]

INFANTRY

[illegible]

WOPR UNITS

TRISIKE

[illegible]

ARMORED DRONE CARRIER (ADC)

[illegible]

PHOENIX

[illegible]

MKI WALKER

[illegible]

MKIII WALKER

[illegible]

TURRET CARRIER

[illegible]

MKIV WALKER

[illegible]

HYDROFOIL

[illegible]

SCOUT DRONE

[illegible]

MANTIS

[illegible]

LIGHT DRONE

[illegible]

BATTLE DRONE

[illegible]

DREADNOUGHT

[illegible]

SHUTTLE

[illegible]

AMPHIBIOUS TRANSPORTER

[illegible]

DEVASTATOR

[illegible]

HOVER TANK

[illegible]

NORAD FACILITIES

CLONING FACILITY

[illegible]

HELICOPTER PAD

[illegible]

GUARD TOWER

[illegible]

LASER OUTPOST
A logical step up from the Guard Tower, the Laser Outpost offers completely automated ground and airborne defense capabilities. Any enemy units straying into range will be attacked with high-power lasers.

ANTI-MISSILE TURRET
Primarily intended for shooting down "Cruise" and "Scud" missile types, the Anti-Missile Turret also does an admirable job of destroying flying enemy units.

COMMAND CENTER
The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups is also possible at these facilities.

RADAR STATION
The Radar Station is an early-warning system designed to pick up and track enemy aircraft within a significant radius. The radar station is relatively weak and relies on protective forces.

WOPR FACILITIES

ROBOT MAINTENANCE FACILITY
The Robot Maintenance Facility is where damaged Drones are brought for repairs.

LANDING PAD
The Landing Pad is an essential center of activity for any base. It is around here that any ground units will gather.

HANGAR
The aircraft Hangar serves as a base for airborne units.

DOCKS
The Docks are where the majority of sea-based vehicles can be found.

DEFENSE POST
Defense Posts are often constructed as an initial line of defense for a base or other battlefield structure.

LASER TURRET
The Laser Turret offers completely automated ground and airborne defense capabilities. It will automatically attack any enemy units within range with its high-power lasers.

SAM TURRET
Armed with high-velocity, multiple-launch SAM missiles, this automated defense system is invaluable against enemy aircraft.

COMMAND CENTER
The Command Center plays a vital role in any campaign. It is from here that battles are coordinated. Hacking for power-ups also takes place at these facilities.

LISTENING POST
The Listening Post is an early-warning system designed to pick up and track enemy aircraft within a significant radius. However, it is relatively weak.

MISSILE SILO
The Missile Silo gives WOPR forces long-range ground-attack capabilities. These missiles are relatively slow, but if they hit the target unit, it has little chance of surviving.